

1. Defining Videogames

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What Is A Game?

Formal Definition of **Play** (Salen & Zimmerman)

"Play is free movement within a more rigid structure."

Salen, K. and E. Zimmerman, Rules of Play : Game Design Fundamentals. The MIT Press. (2003)

Formal Definition of **Game**

"A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome."

Relationship of Videogame Play to General Play

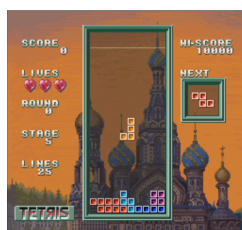


Games and Abstraction

- Some videogames are more like real-life simulations:



- Others are more abstract:



Games and Goals

- Some videogames are driven by real-life type goals:



- The goals in other games are more arbitrary:



Games and Narrative



Who Plays Videogames?

Some Myths About Game Players

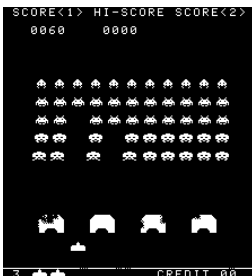
- Myth: the average videogame player is a teenager
 - Fact: the average videogame player is 35 years old
- Myth: almost no women play videogames
 - Fact: 40% of all videogame players are women
- Myth: videogame players are not representative of the general population
 - Fact: 69% of heads of households play videogames

A Menagerie of Videogames

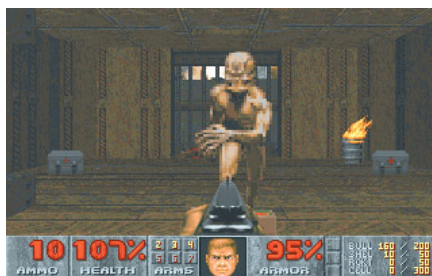
Genres of Videogames 1: Action

- Shoot 'Em Ups (*Space Invaders ... R-Type ... Ikaruga*)
- Platformers (*Donkey Kong ... Super Mario World ... Super Mario Sunshine*)
- First-Person Shooters (*Doom ... Half-Life 2*)
- Fighting Games (*Street Fighter II ... Tekken 5*)
- Sports Games (*Pong ... World Soccer Winning Eleven 9 International*)
- Vehicle Games (*Pole Position ... Midnight Club 3: DUB Edition*)

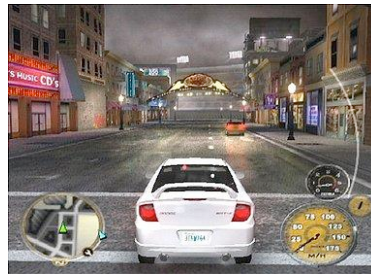
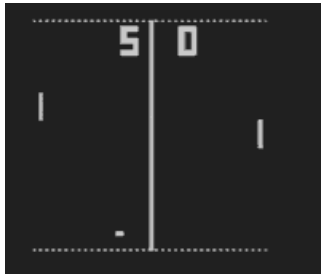
Shoot 'Em Ups & Platformers



First-Person Shooters & Fighting Games



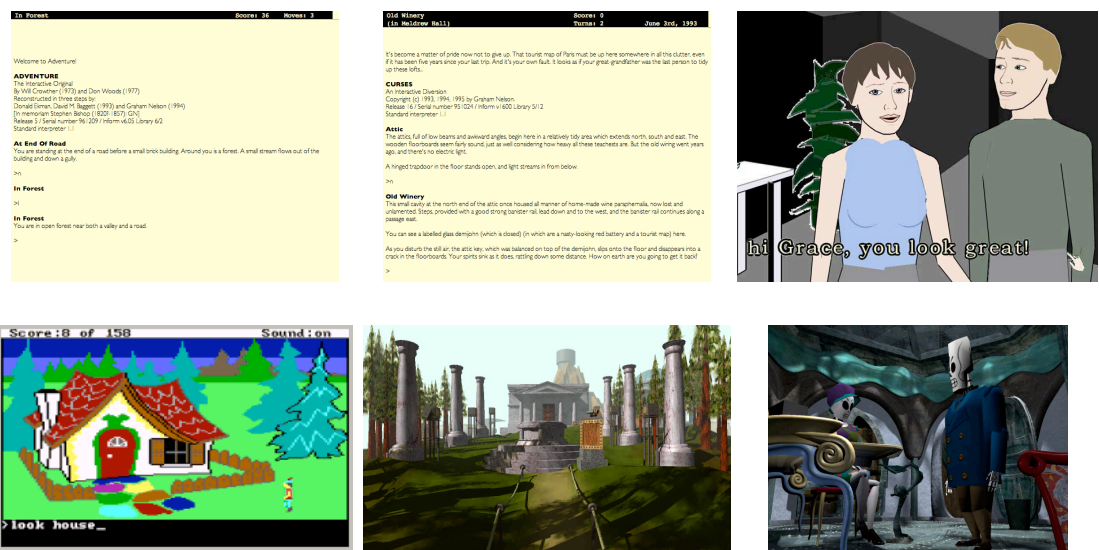
Sports Games & Vehicle Games



Genres of Videogames 2: Narrative

- Interactive Fiction (*Adventure ... Curses ... Façade*)
- Graphic Adventures (*King's Quest ... Myst ... Grim Fandango*)
- Action Adventures (*Atari Adventure ... The Legend of Zelda: Majora's Mask*)
- Role-Playing-Games (*Wizardry ... Final Fantasy X*)
- MMOGs (MUDs, MOOs, MUSHs ... *World of Warcraft*)
- ARGs (*The Beast ... Perplex City*)

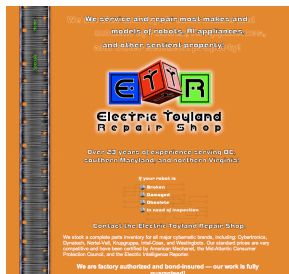
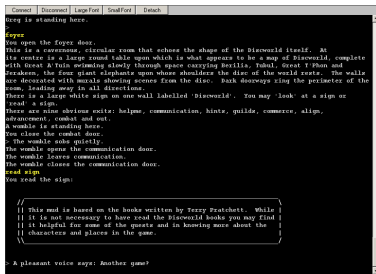
Interactive Fiction & Graphic Adventures



Action Adventures & Role-Playing Games



MMOGs & ARGs



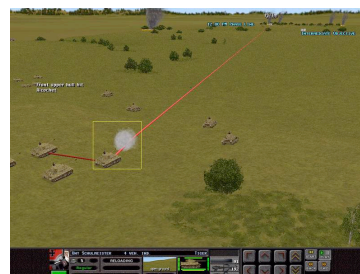
Genres of Videogames 3: Simulation

- Sims (*SimCity* ... *The Sims 2*)
- Real-Time Strategy Games (*Dune II* ... *Starcraft: Brood War*)
- Turn-Based Strategy Games
 - Military (*Eastern Front 1941* ... *Combat Mission: Barbarossa to Berlin*)
 - World (*Civilization* ... *Europa Universalis II*)

Sims & Real-Time Strategy Games



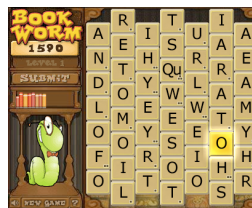
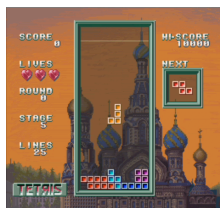
Turn-Based Military & World Strategy Games



Genres of Videogames 4: Puzzle, Traditional, and Board Games

- Puzzle Games (*Tetris* ... *Bookworm*)
- Traditional Games (*Chess* ... *Poker*)
- Board Games (*Monopoly* ... *Settlers of Catan*)

Puzzle, Traditional, & Board Games



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